

# **BEYER WEAVER & THOMAS, LLP**

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## **FACSIMILE COVER SHEET**

November 6, 2002

**Receiver:** Examiner Marks

**Company:** USPTO

**TEL #:**

**FAX # :** 703-746-8770

**Sender:** David P. Olynick

**Re:** IGT1P038

**Pages Including Cover Sheet(s):** 5

### **MESSAGE:**

**Please see attached...**

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**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

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In re application of: LeMay, et al.

Attorney Docket No.: IGT1P038

Application No.: 09/689, 498

Examiner: C. Marks

Filed: October 11, 2000

Group: 3713

Title: FRAME BUFFER CAPTURE OF ACTUAL  
GAME PLAY

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**PROPOSED AMENDMENT****ATTENTION EXAMINER MARKS****FAX# 703-746-8770****PROPOSED CLAIM AMENDMENTS:**

11. (Amended with limitations of allowed claim 1) On a gaming machine including a master gaming controller, a frame buffer and a non-volatile storage device, a method of preserving a game history, the method comprising:

[capturing at least one game history frame wherein the game history frame corresponds to one of a sequence of frames used in a game presentation controlled by the master gaming controller on the gaming machine;]

generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer;

capturing a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

incorporating frame data from the captured game presentation frame into a game history frame;

generating a game history frame signature to unambiguously identify the game history frame using game history frame data comprising the game history frame;

storing one or more of the game history frame data, the game history frame and the game history frame signature and combinations thereof to the non-volatile storage device; and